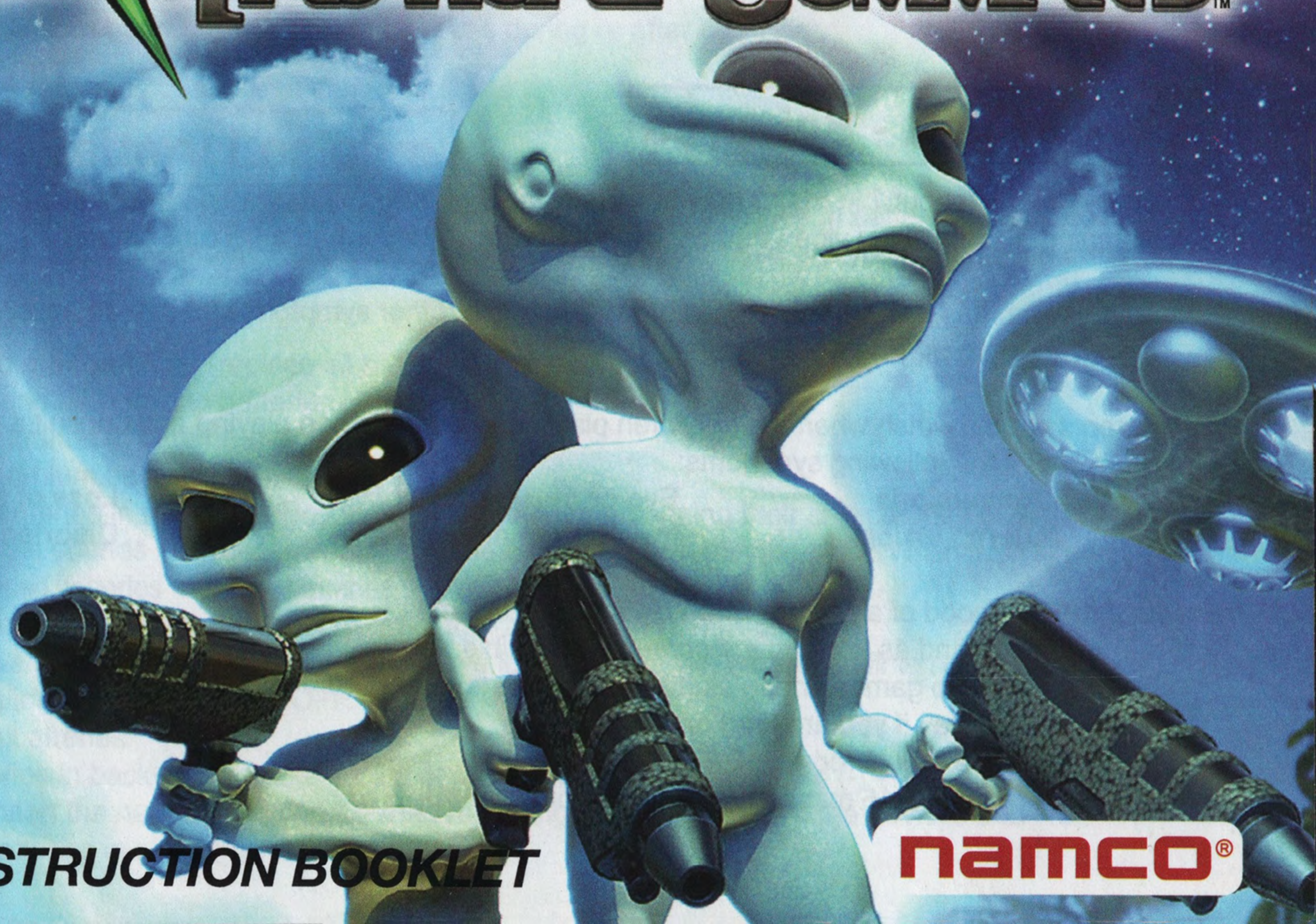


GAMEBOY ADVANCE

AGB-BRLE-USA

rebelstar

TACTICAL COMMAND™



INSTRUCTION BOOKLET

namco®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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GAME BOY® ADVANCE AND THE NINTENDO
DS™ VIDEO GAME SYSTEMS.**



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TACTICAL COMMAND™

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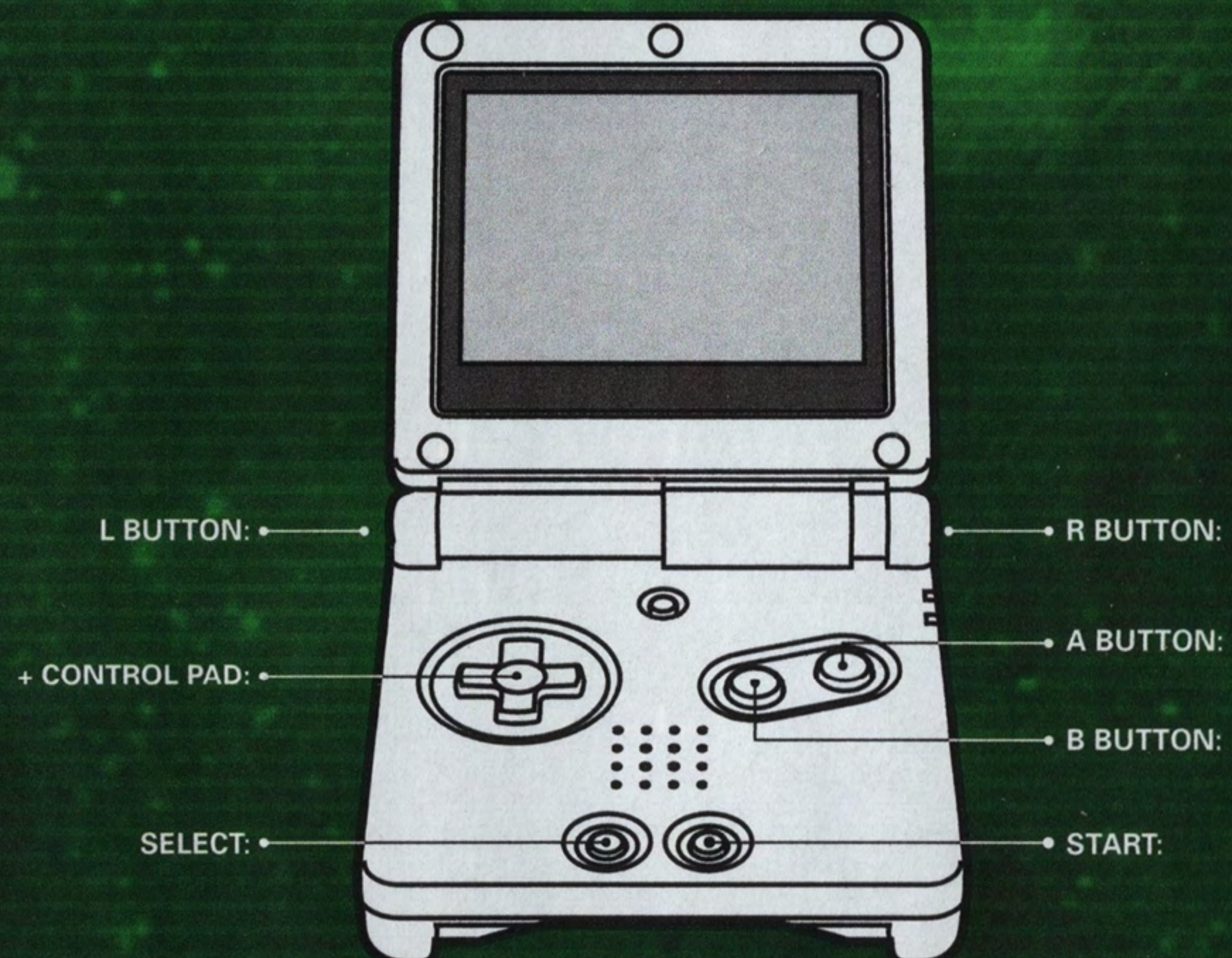
GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
2. Insert the **REBELSTAR: TACTICAL COMMAND™** Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy Advance ON. The Title Screen should appear. If the Title Screen fails to appear, return to step 1.
4. Press START to enter the Main Menu.

CONTROLS

rebelstar TACTICAL COMMAND.

GAME BOY® ADVANCE SP
(These functions also work with
the Game Boy Advance system.)



GAME CONTROLS

+Control Pad.....Move cursor / Change selection

A Button.....Select / Execute commands

B Button.....Back / Cancel

L Button.....Switch selected character

R Button.....Turn / Check enemy line of sight

START.....Start turn / End turn

SELECT.....Help

GETTING STARTED

STARTING THE GAME

Press START on the Title Screen. Select New Campaign from the main menu, then press the A Button to confirm your selection. Press Up or Down on the +Control Pad to highlight a save slot, and press the A Button to select a slot.



CONTINUE CAMPAIGN

The resume menu shows the three save game slots. An unused save slot is shown as 'EMPTY'.

Press Up or Down on the +Control Pad to highlight a slot, and the A Button to select it. Choose a slot where a game has been saved to continue playing.

GETTING STARTED Continued...

COPY MENU

This menu shows all three save slots. When you select an existing saved game, your selection will be restricted to slots with games that have already been started. Select a slot to copy the data to.

ERASE MENU

Select a save slot to erase the game.

TWO PLAYER BATTLE

When a scenario is selected, the first player chooses a race, chooses squad members and then equips his squad. The second player then does the same, but can't choose the same race as the first player.

The first player then begins his first turn.

THE STORY



The year is 2117, and the Arelia Empire is in total control of the planet Earth. Well, almost. A brave group of resistance fighters have evaded the regime of the Arelia and are starting to fight back. It has been 70 years since the invaders came, and the new generation of resistance fighters have known nothing of Earth as it was before. Now they live in fear of the Zorn, the Arelia's vicious henchmen, and their sadistic brutish methods of control. On the other hand, many people tolerated the Arelia because they brought stability and prosperity to a world ravaged by war, disease and ecological devastation. They even tolerated the abductions.

THE STORY *Continued...*

Under the imperial regime, each human child is taken soon after birth and implanted with a small device inside the skull. No one knows the exact purpose of the device, except that it enables the Arelians to locate a person anywhere, no matter where they may hide. The human population is allowed to live in relative freedom, without any obvious sign of interference from the Arelians, except when the age of 30 is reached. At this point the skull device is used to locate the 30 year old for abduction. The Zorn, a mutant green humanoid race, are used as the police service of the Arelians. They come during the night and take their victims away by force. Some humans with

important roles are spared this fate, but the majority are taken. Nobody knows the purpose of these abductions, or what happens to them afterwards. All they know is that on their 30th birthday they will disappear and no one will ever see them again.

These brave rebels are on a quest for the truth, and the truth is not so pleasant. The Arelians' conquest of Earth was not driven by a noble purpose.

THE GOAL

In the year 2117, one new recruit to the rebel cause would become it's greatest leader and turn the tide against the Arelians. His name is Jorel, a passionate and dedicated rebel from a very early age. Jorel's destiny is not certain. He will face many challenges, both personal and military, before becoming the leader of the resistance and freeing the planet from Arelian oppression.

GAME MODES



CAMPAIGN GAME

The player takes on Jorel's role in the Terran Liberation Army (TLA) in its war against the alien enslavement of Earth. As the game progresses, characters gain abilities and equipment and eventually the player's character is promoted to Supreme Commander of the TLA.

1 PLAYER SKIRMISH

Fight a tactical battle against an AI opponent. Select the map, the opponents and equip your forces for battle. Progress in the campaign game will unlock new maps, equipment and alien races.

2 PLAYER SKIRMISH

Fight a tactical battle against another player using the same Game Boy Advance.

PLAYING THE GAME

THE TACTICAL COMBAT SYSTEM

The player controls one or more characters in tactical battles. All characters have unique attributes that can be improved with experience during battle. The typical ratings for a character are 'stamina', 'courage', 'leadership', 'intelligence', 'perception', etc. In addition, certain specialist skills can be acquired in using various types of equipment, such as 'rifle skills', 'computer', 'medic' and so on. All these characteristics and skills determine what a soldier is capable of doing on the battlefield. The player needs to judge the abilities of his characters well, and give them the appropriate equipment and training to suit their aptitudes.

TURN-BASED COMBAT

The game is played between two opposing forces. Each takes a turn to move, fire and perform other actions with his characters.

MOVEMENT

When commanded to move, characters are presented with a number of colored squares which determine what actions are available.

Orange Squares: mean that your character can move there and have all firing options still available to them.

Yellow Squares: mean that you can shoot with an option that costs the least APs. (See below for an explanation of AP.)

Green Squares: mean that you can move there, but you won't have enough APs left to shoot.

ACTION POINTS

At the start of each turn each character is allocated a number of action points (or APs). These are used to perform all actions, such as movement, firing weapons and using equipment, and each action has an AP cost. The player can perform any sequence of actions in any order, as long as there are enough APs, and elects to end their turn when they have spent all the APs they wish to spend.

PLAYING THE GAME Continued...

HIT POINTS

Hit Points (or HP) represent the character's health and armor. If a character gets hit, they will lose Hit Points. When the HP counter reaches zero, the character is knocked out and cannot be used for the rest of the mission.

FIRING WEAPONS

When a weapon is selected to fire, the player will be presented with a list of options for each fire mode. Each fire mode has a number of attributes: AP cost, number of shots, damage per shot, accuracy percentage and damage type.

Most weapons have more than one mode of firing. For example a sniper rifle can be fired with a quick, but inaccurate snap shot, or it can be used in aimed mode, which takes longer but is much more accurate. The accuracy percentage represents the chance of being totally accurate and on target with a shot. The other significant factor is the character's skill.

When a weapon runs out of ammunition, it will need to be reloaded. Ammunition can be exchanged or thrown to other characters. It can also be recovered from fallen enemies.

EXPLOSIVE WEAPONS

Grenades, missiles and other explosive munitions can destroy walls and damage characters caught within a wide blast radius. Using these weapons can be dangerous for the character when using them at close range. It is also risky when targeting an enemy in close proximity to one of your squad-mates.

PLAYING THE GAME Continued...

VISION

In order to see something there needs to be a clear 'line of sight' between the spotting character and the target character. Terrain and other characters can block line of sight. The target also needs to be within a characters 'field of view'. The field of view extends in the direction the character is facing. This allows the possibility of sneak and stealth attacks, but remember, the enemy can do the same to you!

SPOTTING AND MOVEMENT

Characters may be given movement orders which cover a distance of several spaces. If the character spots something while moving, the movement will be paused and the player informed about the spotted object or character. The player then has the option of continuing movement or canceling it, enabling other actions to be performed with the remaining APs.

OVERWATCH

Overwatch is one way to guard your squad from enemy sneak attacks. In Overwatch mode, characters automatically fire on any enemy that moves into their line of sight during the enemy's turn.

SQUAD SELECTION

Before some missions, characters must be selected for the squad. The mission requirements will specify the number of soldiers required for the squad, and the player will have to choose from available characters. Sometimes certain characters must be allocated to a particular mission. Some characters are prevented from taking part in the mission due to other events, and thus may not be available.

PLAYING THE GAME Continued...

EQUIPPING SCREEN

Before battle each character can be equipped with armor, weapons and other equipment. The available equipment depends on progress through the game. Completing certain missions will provide access to more equipment and new technology. There is always a limited quantity of each type of equipment available, which can be reduced if equipment is damaged or used up in battle.

LEVELING UP

A character's level is a general indication of how well a character has improved. A character will 'level up' once the total number of improvement points meets the 'level up threshold'. If a character levels up, the player is presented with the character's attributes in increments. When a character levels up they earn 1 'skill point'. This can be used to improve or learn a skill, and may be spent immediately after leveling up, or saved for later.

LEARNING SKILLS

The skill system is where the player has real choices about the development of each character. Each skill point allows a character to learn a new skill or improve the level of an existing one. Skills give the character the ability to use certain weapons, improve the effectiveness of using the equipment, or provide new types of character actions (such as the 'Command' skill).

WEAPONS

Here is a small sample of the weapons available during the game. Most weapons have more than one firing mode.



PISTOL A standard hand gun that can be used more effectively with skill. Hand gun skill will improve accuracy and reduce AP cost.



ASSAULT RIFLE An automatic assault rifle with good accuracy and damage. It doesn't require a lot of skill to use effectively, and is the standard issue weapon for new recruits.



CHAIN GUN A heavy weapon that fires a lot of rounds once it gets going. It requires a lot of APs to fire, and a strong character to wield it.



SNIPER RIFLE An very accurate weapon that needs a long time to aim, and a lot of skill to use effectively. Rifle skill will improve accuracy considerably.



STUN GUN A short range gun used to inflict stun damage on targets.



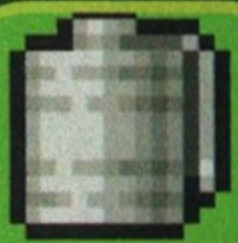
BLASTER CANNON A high powered grenade launcher that fires high explosive rounds. It can be used effectively for indirect fire, or against groups of enemy units.



ROCKET LAUNCHER A heavy weapon that launches a single guided rocket. This is a very accurate weapon, but is heavy and fires one shot only. The rocket has a high explosive warhead and is extremely devastating.



HE GRENADE A standard anti-personnel grenade that can also blow holes in some of the weaker walls.



SMOKE GRENADE A smoke grenade will reduce visibility temporarily, and provide some cover for soldiers.



COMBAT KNIFE A standard close combat weapon. Surprisingly effective if you can creep up behind an enemy, and doesn't create a lot of distracting noise.

CHARACTERS



JOREL

Jorel is a young, idealistic, natural-born leader, determined to avenge the abduction of his entire family as they tried to fight against the abduction of his mother by the Zorn. Once his family were gone, Jorel travelled south to join the rebels. He is plagued by strange dreams in which a mysterious Arelia contacts him telepathically.



RUBY

Ruby is a skilled marksman from South America, and fled home as soon as she could. She was selected for special tests by the Arelia and was abducted at regular intervals. However, her skull implant malfunctioned after she fell in a riding accident and nearly lost her life. After being nurtured back to health by her mother and sister, she was urged to flee. She finally gathered the courage to run, after her mother was taken away by the Zorn.



ZAK

Zak is a heavy weapons expert, and one of the older recruits at the training camp. He is immensely strong and loyal, but does not speak much about his past. He has had experience fighting the Zorn in his home town, which rebelled en masse against abductions. He longs to find his younger sister, who fled before the town was attacked and his parents killed.



CORPORAL JONLAN

Jonlan is one of the oldest, and grizzliest, rebel soldiers. He is charge of training new recruits. He was once a highly respected leader. An incident occurred where many people perished in a raid where he commanded rebel troops. Although he was cleared of blame by the rebel tribunal, he opted for demotion out of a sense of guilt and responsibility.

ALIEN RACES



THE ZORN

The Zorn are muscular, humanoid aliens that stand eight feet tall, have a green leathery skin, fiery red eyes and a mouth full of sharp teeth. Their violent ways have proved useful for the Arelians, who employ them as soldiers and policemen in the conquered earth territories. To aid them in their task, they raise vicious Urdogs for hunting and baiting humans.



THE FRYLAR

The Fraylar have a skinny, humanoid appearance, with an insect-like exoskeleton and bony appendages. They are renowned throughout the galaxy as traders and thieves, and are quite happy to fight if they see an advantage. They also employ the services of Snakeflies - large, flying, insect-like creatures with a poisonous bite.



THE ARELIANS

The Arelians are small, grey-skinned, humanoid creatures with a very large head and large, black, almond shaped eyes. They don't like to participate in battles, but when they do they prefer to rely on their unique psionic power and advanced technology to win. They generally lack courage or much battle skills, but they are still formidable opponents if encountered.

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...and YOU for playing!

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NOTES

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Ever get stuck and just need that extra edge to beat the level? Having problems getting your game to work properly? Now you can get one-on-one help from Namco using your web browser! **Simply go to livehelp.namco.com for more details.** Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

Namco Hometek Inc. ATTN: Customer Service 4555 Great America Parkway Suite 201 Santa Clara, CA 95054

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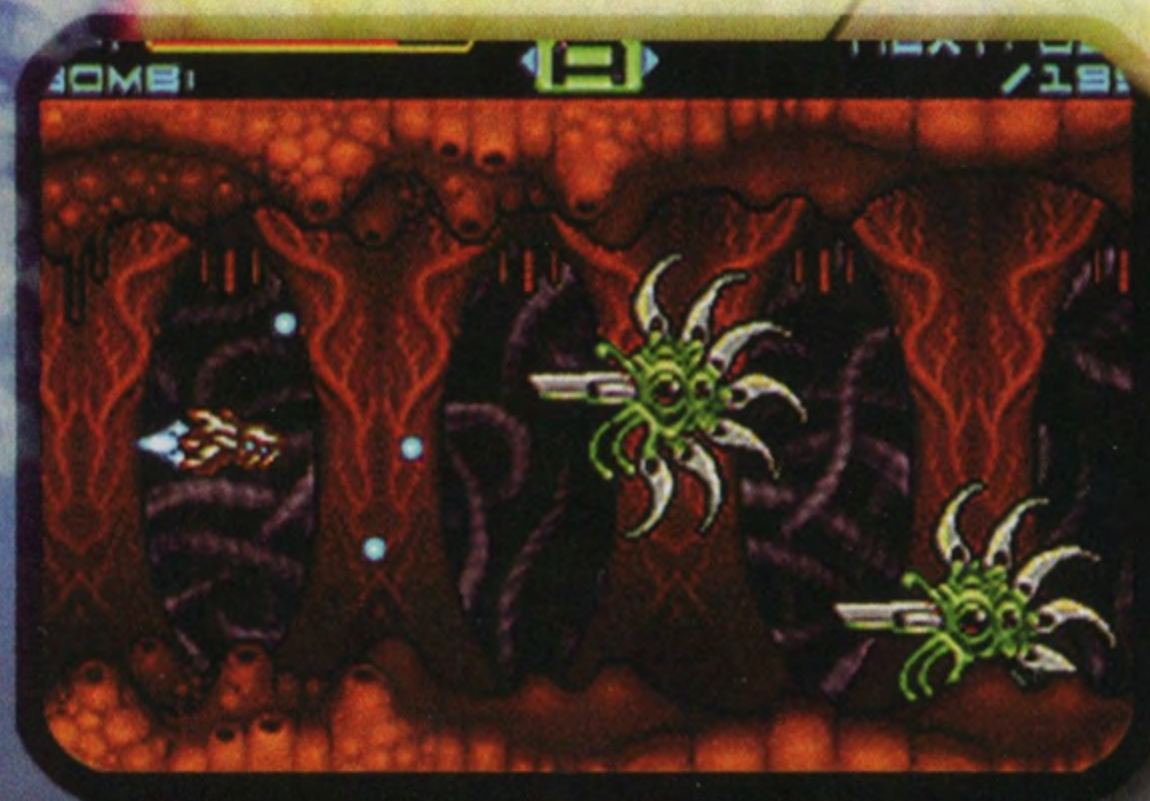
When a double-agent's allegiance begins to waver, the universe finds itself in a precarious position.

Humanity is struggling to survive against the Krill onslaught. Ian Recker, a decorated pilot, goes undercover to investigate the Krill's secrets, but finds himself trapped in a moral dilemma.

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